AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (currently amended): A game system comprising:

a first game device; and a second game device separate from the first game device,

wherein the first game device comprises:

medium accommodating means for accommodating a portable storage medium; and

writing means for generating information relating to a play amount for a player, and

writing one or more game parameters ~~for~~ and information relating to the play amount to the

portable storage medium,

and the second game device comprises:

medium accommodating means for accommodating the portable storage medium; and

game processing means for reading the game parameters and the information relating to

the play amount stored on the accommodated portable storage medium, carrying out game

processing based on the read game parameters, and modifying content of the game processing to

process prescribed game events ~~and processing prescribed game events based on the read game~~

~~parameters~~ if the game processing means determines that the read information relating to the

play amount exceeds a certain value.

2.   (currently amended): The game system of claim 1, wherein the information

relating to the play amount is information containing ~~at least one of:~~

a fee paid by the player for playing at the first game device~~;~~

~~a number of times a player has played at the first game device; and~~

~~time a player has played for at the first game device~~.

3.   (original): The game system of claim 1, wherein

the game parameters contain at least one of whether or not occurrence of the prescribed

game event is possible, and data utilized during the occurrence of the prescribed game event; and

the second game device carries out processing to generate the prescribed game event

based on the game parameters.

4.   (original): The game system of claim 3, wherein at least one of the first game

device and the second game device decides whether or not to generate the prescribed game event

based on a random number.

5.   (original): The game system of claim 3, further comprising:

record writing means, when at least one of the first game device or the second game

device generates the prescribed game event, writing a record of the occurrence containing

information for identifying the prescribed game event to the portable storage medium,

wherein, when there is a record of the occurrence, processing is carried out to limit

generation of the prescribed game event identified in information contained in the record of the

occurrence.

6.   (withdrawn): A second game device capable of cooperation with a first game

device including means for generating information relating to a play amount of a player and

writing one or more game parameters for information relating to the play amount in a portable

storage medium, comprising:

medium accommodating means for accommodating the portable storage medium; and

game processing means for reading the game parameters stored on the accommodated

portable storage medium and processing prescribed game events based on the read game

parameters.

7.   (withdrawn): A first game device comprising:

medium accommodating means for accommodating a portable storage medium; and

writing means for generating information relating to a play amount for a player, and

writing the game parameters for information relating to the play amount to the portable storage

medium.

8.   (withdrawn): A game providing method, employing a first game device and a

second game device, comprising the steps of:

at the first game device, generating information relating to a play amount for a player,

and writing one or more game parameters for information relating to the play amount to a

portable storage medium, and

at the second game device, reading the game parameters stored on the accommodated

portable storage medium and processing prescribed game events based on the read game

parameters.

9.   (withdrawn): A computer-readable storage medium for storing a program capable

of executing, on a computer built-into a second game device capable of cooperation with a first

game device including means for generating information relating to a play amount of a player

and writing one or more game parameters for information relating to the play amount in a

portable storage medium, steps of:

reading out the game parameters stored on the portable storage medium; and

processing prescribed game events based on the read-out game parameters.

10.   (withdrawn): A computer-readable recording medium for storing a program for

executing steps of:

generating information relating to play amount of a player; and

writing one or more game parameters for information relating to the play amount on the

portable storage medium.

11.   (new): The game system of claim 1, wherein the information relating to the play

amount is information containing a number of times a player has played at the first game device.

12.   (new): The game system of claim 1, wherein the information relating to the play

amount is information containing time a player has played for at the first game device.

13.   (new): The game system of claim 1, wherein the prescribed game events include

changing the difficulty of game play.